HANKOOK

college quest

UNIVERSITY

Team G.G

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01 ✦ Overview

Objective

- Indirectly experience college life from freshman to senior through college simulation game

Main

1. Course Registration
2. Club MT
3. Team Project
4. Job Interview

- Start Game
- Resume Game
- Setting

Ending

- Normal Ending
- Hidden Ending

Role of each member

Dajung Kim

- Arts
- Mini-game 4 Development
- Testing

Seoyeon Kim

- Framework
- Mini-game 2 Development
- Testing

JongIk Park

- Scripting
- Mini-game 1 Development
- Testing

Yesom Ha

- UI Design
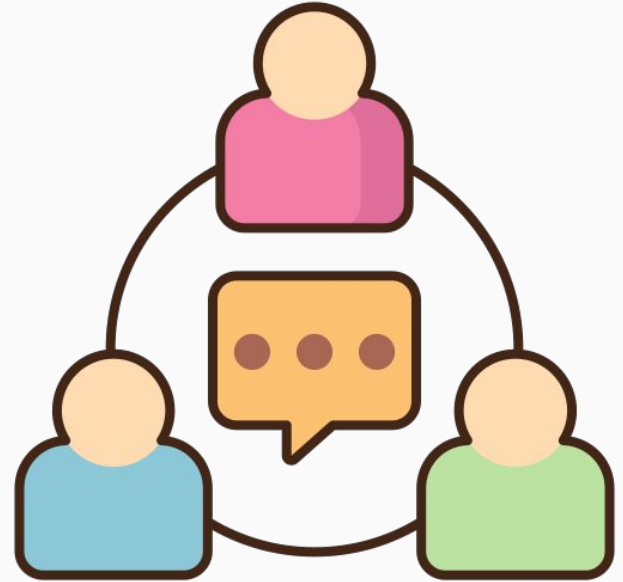- Mini-game 3 Development
- Testing

Schedule

Project Planning

	W3	W4	W5	W6	W7	W8	W9	W10	W11	W12	W13	W14
Planning	■	■										
Scripting		■	■	■								
UI Design		■	■	■								
Arts		■	■	■								
Framework		■	■	■								
Mini-game development					■	■	■	■	■			
Sound								■	■			
Testing										■	■	■

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Communication

- Regular weekly meetings
- Active feedback and organic scheduling
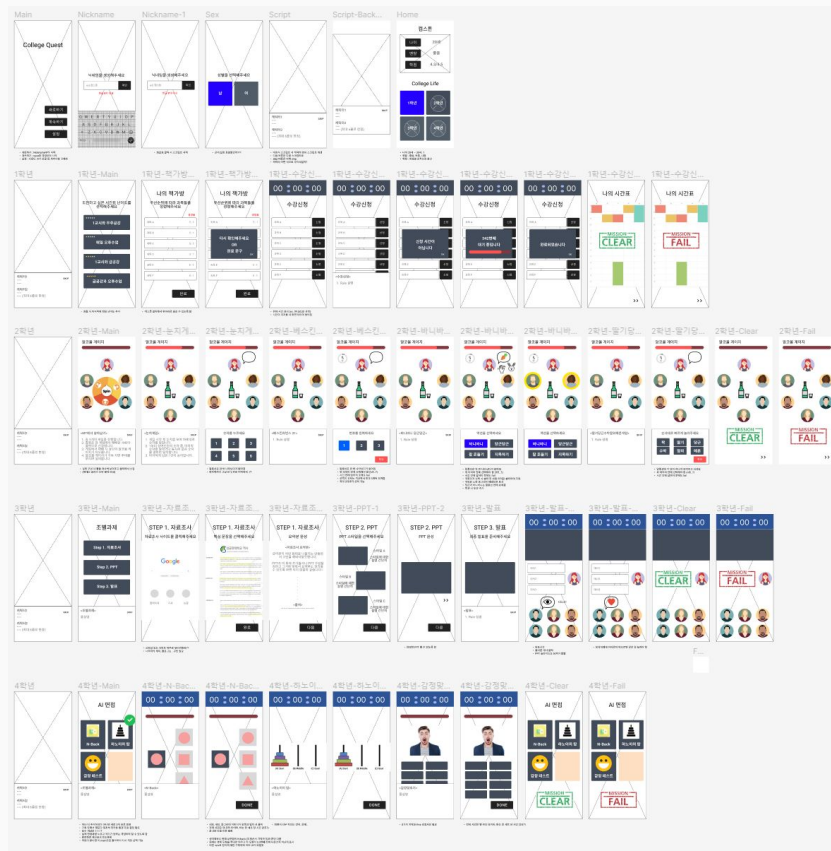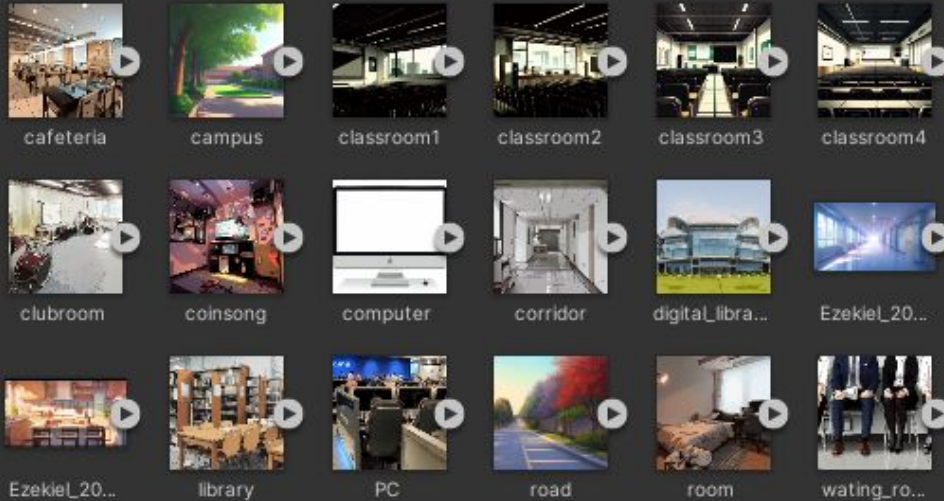- Distribution of primary roles and clear purpose

02 ✦ Progress

Design - UI

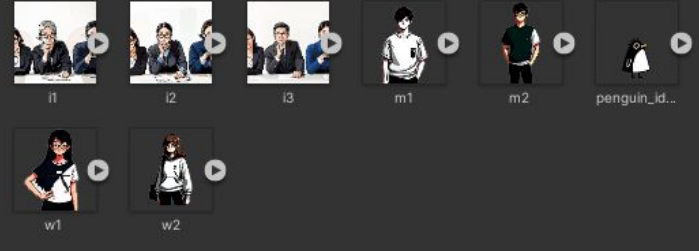- UI wireframe for game main
- UI wireframe for mini-game

Design - Arts element
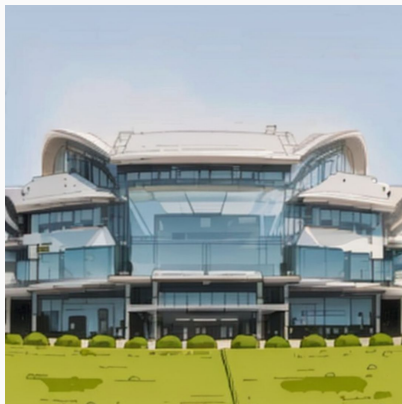
Design - Example of using an art image

character

background

펭순이

스테이지 예시

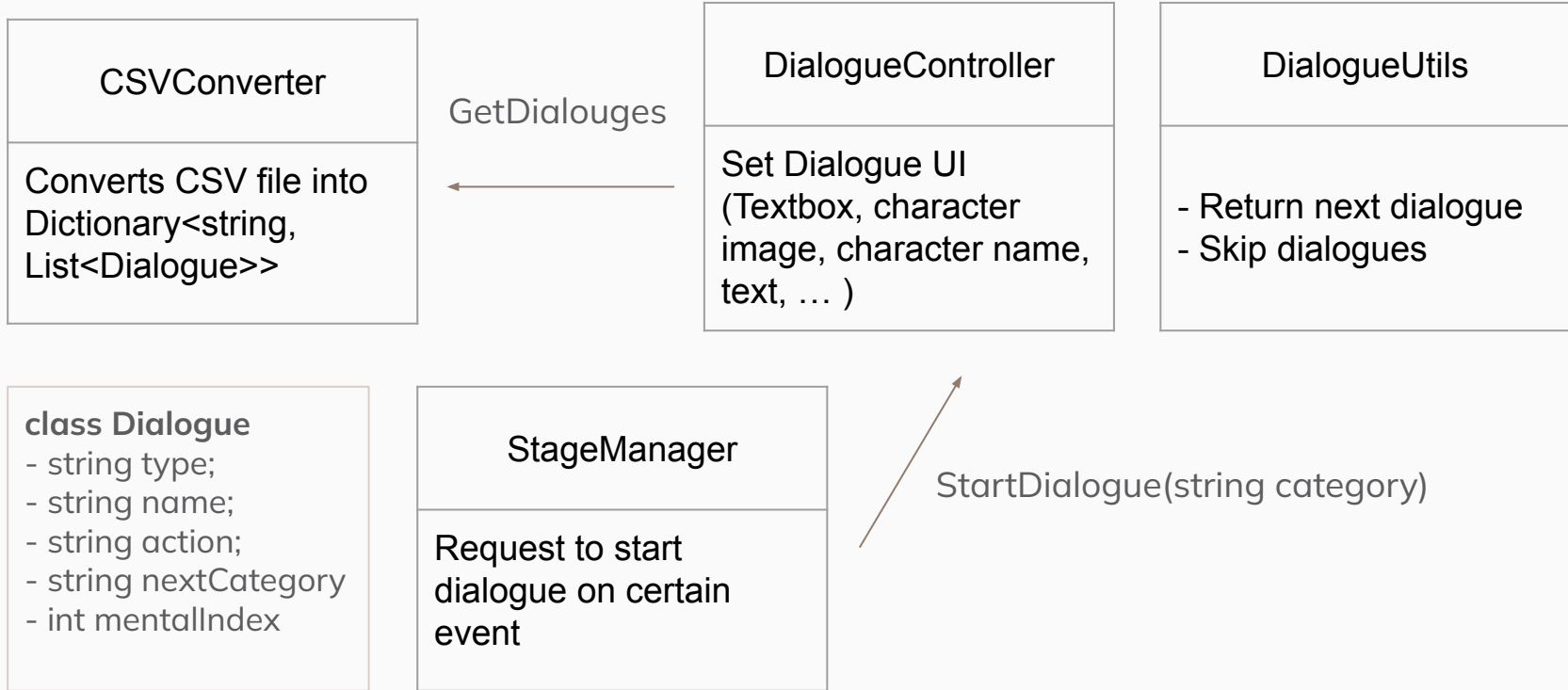# Unity

- Game engine
- Used to create 2D or 3D games
- Popular for indie-game development
- Language : C#

Implementation - Dialogue System

CSVConverter

Converts CSV file into Dictionary<string, List<Dialogue>>

GetDialouges

DialogueController

Set Dialogue UI (Textbox, character image, character name, text, …)

DialogueUtils

- Return next dialogue
- Skip dialogues

class Dialogue
- string type;
- string name;
- string action;
- string nextCategory
- int mentalIndex

StageManager

Request to start dialogue on certain event

StartDialogue(string category)

Implementation - Save and Load

class GameData
- string userName;
- int mentalIndex;
- int progress

DataController
SaveData() : Convert GameData into json file and save the file
LoadData() : Convert json file into GameData

After each stage

On game start

Newtonsoft Json

Implementation - MiniGames

Demo로 보여주겠다고 멘션 정도만?
슬라이드는 없어도 될 것 같긴 해여

03 ✦ Challenges

Challenges - trial and error (Unity)

Issue

Since many team members had **low familiarity** on Unity, the progress on mini-game development is taking longer than expected.

Solution

- Managing schedule
- Self-study
- Active Q&A

Challenges - trial and error (Arts)

Problem situation 1

In general, the game development process requires an art designer.
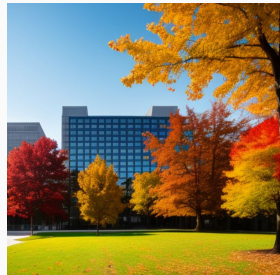But we didn't have anyone majoring in design.

Solution 1

To solve the absence of an art designer, an AI image creation tool was used.

STEP 2 무엇을 그려볼까요?

가을의 대학교 풍경

ⓘ 원하는 이미지를 직관적이게 표현해보세요.
(예시)카페라테 → 머그컵에 담긴 카페라테

Challenges - trial and error (Arts)
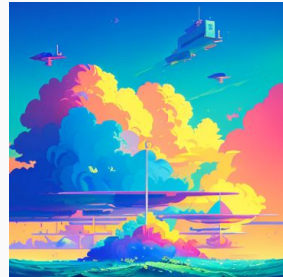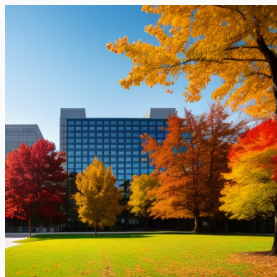
Problem situation 2

It was difficult to accurately obtain a desired image using the AI image generation tool. In addition, it was difficult to complete the unity of the entire game because the texture of the painting changed each time it was created.

Challenges - trial and error (Arts)

Solution 2

We used the function of the AI image tool to change the image picture of a specific place and draw it as a painting.

04 ✦ Discussion

Limitation

- A perfectly realistic implementation is not possible.
- Virtual college, four years of life compressed.
- The overall scenario is set.
- The difficulty of describing the complex and varied events of college life.

Expectation

- It will be an imperfect but useful guide for college life.
- Indirect experiences from events in college
- Take a break with a simple game format
- Increased sense of accomplishment and confidence

05 ✦ Demo

Stage4 - AI Game (Emotion Game)